MG - AMQP messages

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Incremental ID

In the legacy Live Odds feed there was a feature in each message that displayed an incremental ID, showing in what sequence messages would arrive in the XML feed.

Since the unified odds feed is a distributed system with multiple producers, there is no need for an incremental ID. Either you get all the messages you are interested in, in the correct sequence, or at some point you will stop receiving messages altogether.

Message types

With our unified odds the whole concept/logic of messages has been changed, and each message uses the type of message as its root element (name) in the XML messages.

There are a few message types available:

- System messages
    - Alive
    - Snapshot_complete
- Fixture change
- Odds change
- Bet stop
- Bet settlement
- Rollback Bet settlement
- Bet Cancel
- Rollback Bet Cancel

Note

⚠️

Each message (except for system messages) are always related to one particular sport event. All the messages contain the producer ID and timestamp of generation.

Alive message

Each producer produces an alive message every 10 seconds, which can be used as a heartbeat or connection health indicator. Alive messages don't contain match lists as they have had in legacy Live Odds Feed. The subscribed property indicates whether you are currently subscribed to a producer or not. In order to subscribe to a producer, a recovery request needs to be issued towards it as mentioned before.

Note

⚠️

Alive messages are not exposed in the SDK, but are used internally to monitor connection and subscription health. In the case of any anomalies, the appropriate *onProducerStatusChange* event /handler will be raised.
More information about alive messages can be obtained here - https://docs.betradar.com/display/BD /UOF+-+Alive

Snapshot complete

This message indicates that all messages relating to an initiate request for odds from the API have been processed. The request_id parameter returned is the request_id that was specified in the initiate _request POST to the API. If no request_id parameter was specified in the original request, no request_id parameter is present. **It is highly recommended to set a request_id to some number**.

Note

Snapshot_complete messages are not exposed in the SDK, but are used internally. Whenever the message is received, the appropriate *onProducerStatusChange* event/handler will be raised.

Fixture change

A fixture_change message is sent when a Betradar system has made a fixture change it deems as important. These are typically changes that affect events in the near-future (e.g. a match was added that starts in the next few minutes, a match was delayed and starts in a couple of minutes, etc.). The message is short and includes the bare minimum of relevant details about the addition/change. The recommended practice is to always to do a followup API call to look up the updated fixture information.

Note

For virtual sports a fixture change with a season id is sent out at the start of a new season. This is an indication that the new season schedule is available and could be read and cached, before the virtual sports odds_changes messages start arriving. The SDK will automatically handle this and read in the next season. However, the client system may also want to do something particular when a new season starts.

Info

More information about fixture changes can be found here - https://docs.betradar.com/display/BD /UOF+-+Fixture+changes

Odds change

Whenever a market status, odds, outcomes or some other market or sport event status (e.g. score, period, etc.) related information is changed, an odds change message is sent in the AMQP feed. A message contains a sport_event_status element where all sport event status related information is provided. A message can include a subset of all markets; if so, markets not reported remain unchanged. All outcomes possible within a market are reported. It can also contain sport_event_status element without odds; if so, markets not reported remain unchanged.

Info

More information about odds change messages can be found here - https://docs.betradar.com/display /BD/UOF+-+Odds+change

Market status

A market in an odds change message always contains a status describing how to handle it. In comparison to the legacy live odds feed, we have introduced a few new market statuses to provide a better experience.

Info

Please find more information about market statuses in our documentation - https://docs.betradar.com /display/BD/UOF+-+Market+status

Sport event status

Each odds change message contains a sport_event_status element where all sport event status related information is provided. Sport event status can also be obtained from the API (summary.xml endpoint). Sport event status of live covered events normally contains score information as well as period scores information, match time and other information where relevant.

Info

More information about sport event status can be found here - https://docs.betradar.com/display/BD /UOF+-+Sport+event+status

Bet stop

The bet_stop message is an optimized signal to indicate that all, or a set of markets should be instantly suspended (continue to display odds, but don't accept tickets). The logic for bet_stop message is the same as it has been in our legacy LiveOdds feed. In the legacy LiveOdds feed a bet_start message indicated the end of a bet_stop. There is no bet_start message in Unified Odds feed. When a bet_stop is over, an odds_change message will indicate the new status of markets instead.

Info

More information about bet stop messages can be found here - https://docs.betradar.com/display/BD/UOF+-+Bet+stop

Bet settlement

Messages used for clearing (settling) bets are called bet settlements in UOF (used to be called clearbet in legacy Live Odds).
Bet settlement messages indicate which outcomes are winning and which are losing, and are always related to one particular sport event. Void factor and dead head factor can apply to a settlement a well.

Betradar guarantees that for each market line where odds have been provided in the feed, at least one bet settlement will be sent. Please note that multiple market settlements can be expected for markets that were offered in pre-match and live (at least one from each producer).

Live producer sends settlements immediately when a market can be settled. Pre-match producer only sends settlements after the whole event is finished and after results are verified with additional sources (which can take up to several hours).

Info

More information about bet settlement message can be found here - https://docs.betradar.com/display/BD/UOF+-+Bet+settlement

Early bet settlement of pre-match bets

Since UOF covers both pre-match and live with the same feed and the same market lists, it provides the ability of early bet settlement for pre-match bets.

The live producer sends settlements immediately when a market can be settled. Pre-match producer only send settlements after the whole event is finished and after results are verified with additional sources (which can take even up to several hours). Since market IDs are the same across all producer, it's easy to link live settlements that are sent immediately after a market line can be settled to pre-match bets.

Info

By doing this, you can settle your pre-match bets a lot faster, providing your punters a better punting experience. However, along with the better punting experience, the risk on the sportsbook end is higher since the settlements coming from live producer are not verified with additional sources and can sometimes be changed in pre-match settlements.